

[24/06/08][22:12:30] -

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Title: A Battered Diary

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April 8:

I have sent all the healers away, They can do nothing for my beloved Palasin, and are simply a waste of money now. But I may still be able to save her.

I have happened upon a necromancer by the name of Jezrim Mir, who claims to know many dark secrets concerning the entrapment of souls. The idea seems most promising, but I mustn't

let Pala know of it. She is a most Virtuous woman, and would be quite appalled about what I am considering.

April 24:

Jezrim has helped me

conduct the first of my experiments. While less than successful, he assures me this procedure will work, and that perhaps the wisp was an ambitious, and ultimately uneccesary attempt. He suggests smaller, more ordinary animals as they have a lifeforce more like humans.

April 30:

Success at last! I have managed to capture the essence of a squirrel. I used only a crytsal, as the creature is so small. Jezrim recommends a

better, sturdier jewel for a human. After some hunting, I managed to find a magnificent diamond that Jez says will be perfect. Since I can't let Pala know what this is for, I am having it mounted on to an extravagant chain of diamonds and I shall give it to her as soon as it comes back from the jeweler.

May 18:

I am having trouble perfecting the spell for Palasin's soul. Jezrim has been away (on "business" he says) for some time now, and I am left with nothing but his notes, and a book he gave me written by the late Lord Blackthorn. It gives me confidence that I am indeed doing the right thing. After all, what has Pala ever done that deserves this kind of painful illness? What are the so-called Virtues doing for her now? No, it is up to me to save her, and now that I have the power to do so, nothing will stop me.

June 1:

I am having a hard time keeping that meddlesome servant out of my study. I caught her in here yesterday, poking about. I don't know what she discovered (if anything), but I made it quite clear that if she divulged any of this to my wife, that I would make sure she regretted it. At any rate, I have asked her to move out of the house, and simply come by each day to conduct her duties. I've sent the household guards away as

well. It's not as though  
they were good for  
anything but playing cards.  
Why should I pay them  
to let the armory collect  
dust? It can do that  
for free.

June 13:

Jezrim has finally  
returned, and together we  
have completed the spell.  
We tested it on a dog  
with perfect results.  
Now I merely need to  
wait for Palasin's death.  
Once her spirit is  
captured, we can focus  
on finding a cure for her  
illness that we can use  
immediately upon her  
release. Timing is  
critical. We must cast  
her into the gem mere  
breaths before she dies,  
so I must be vigilant and  
listen for her call.

June 23:

This cannot be! This  
MUST not be! She has  
abandoned her body in the  
night while I slept and my  
chance at saving her is  
now gone! GONE! What  
now is left for me?!  
How will I carry out my  
days knowing there is no  
hope of keeping her?!  
There must be another  
way. There MUST! I must  
contact Jezrim. Surely  
he knows more than he  
has told me thus far. I  
will do anything, any deed,  
to have her restored to  
me! How could she have  
done this to me?  
\*the remaining pages are  
smeared and many seem  
to be torn. They cannot  
be read.\*